

Code Blocks



Installation guide

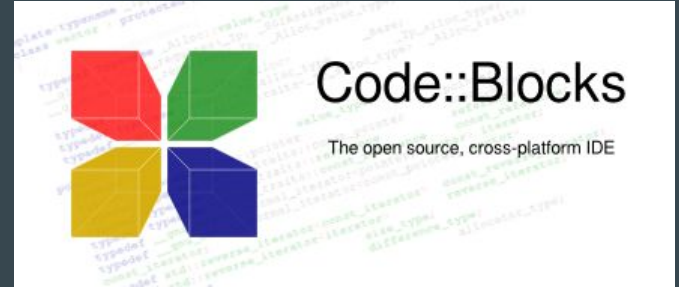
What is Code Blocks?

Code Blocks is a free open source C/C++ Integrated Development Environment (IDE).

It allows users to write C/C++ programs, compile, run, and debug their code all in one software.

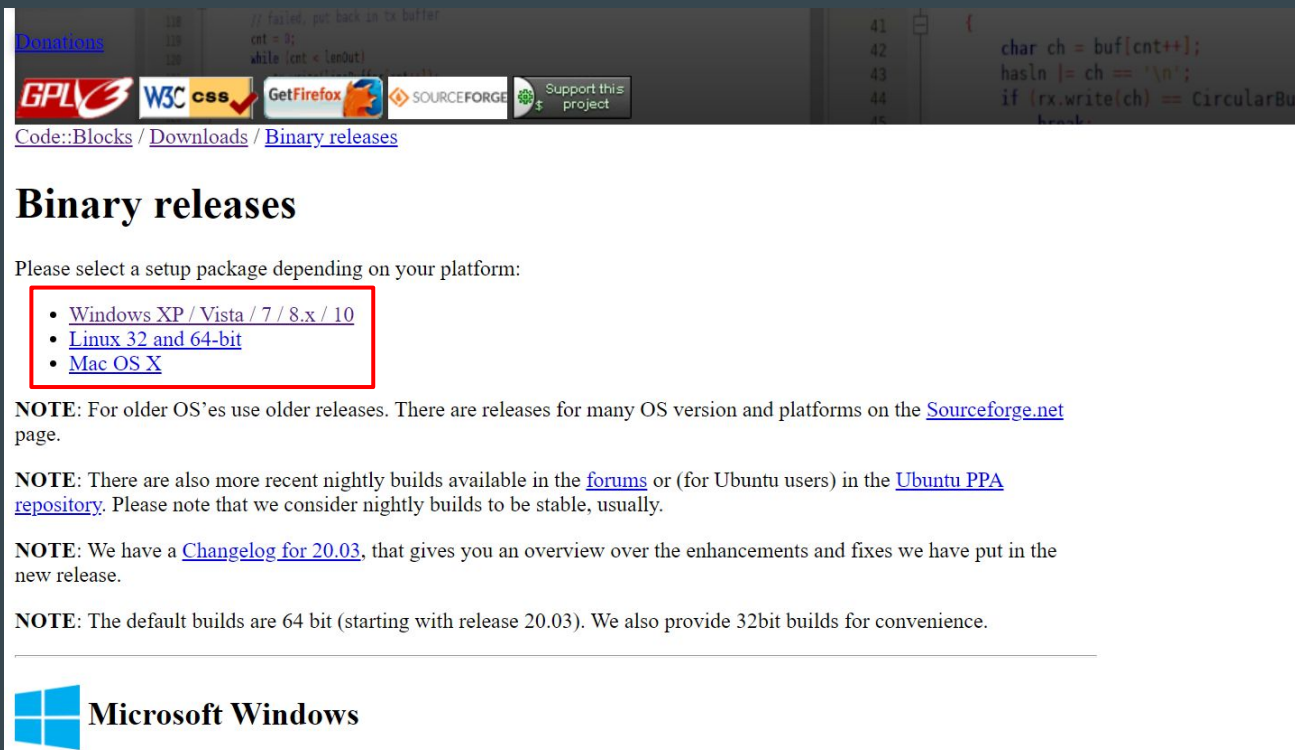
It is easy to setup and use and functions across different platforms like Windows, Linux and Mac OS.

In this guide you will learn how to install and setup Code Blocks to write C programs!



Visit <http://www.codeblocks.org/downloads/binaries/>

Click on the link to
the OS you are using.



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[Code::Blocks](#) / [Downloads](#) / [Binary releases](#)

Binary releases

Please select a setup package depending on your platform:


- [Windows XP / Vista / 7 / 8.x / 10](#)
- [Linux 32 and 64-bit](#)
- [Mac OS X](#)

NOTE: For older OS'es use older releases. There are releases for many OS version and platforms on the [Sourceforge.net](#) page.

NOTE: There are also more recent nightly builds available in the [forums](#) or (for Ubuntu users) in the [Ubuntu PPA repository](#). Please note that we consider nightly builds to be stable, usually.

NOTE: We have a [Changelog for 20.03](#), that gives you an overview over the enhancements and fixes we have put in the new release.

NOTE: The default builds are 64 bit (starting with release 20.03). We also provide 32bit builds for convenience.



Microsoft Windows

For Windows

Click on the link for **codeblocks-20.03mingw-setup.exe** using either link to download the setup file.



Microsoft Windows

File	Download from
codeblocks-20.03-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03-setup-nonadmin.exe	FossHUB or Sourceforge.net
codeblocks-20.03-nosetup.zip	FossHUB or Sourceforge.net
codeblocks-20.03mingw-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03mingw-nosetup.zip	FossHUB or Sourceforge.net
codeblocks-20.03-32bit-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03-32bit-setup-nonadmin.exe	FossHUB or Sourceforge.net
codeblocks-20.03-32bit-nosetup.zip	FossHUB or Sourceforge.net
codeblocks-20.03mingw-32bit-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03mingw-32bit-nosetup.zip	FossHUB or Sourceforge.net

NOTE: The codeblocks-20.03-setup.exe file includes Code::Blocks with all plugins. The codeblocks-20.03-setup-nonadmin.exe file is provided for convenience to users that do not have administrator rights on their machine(s).

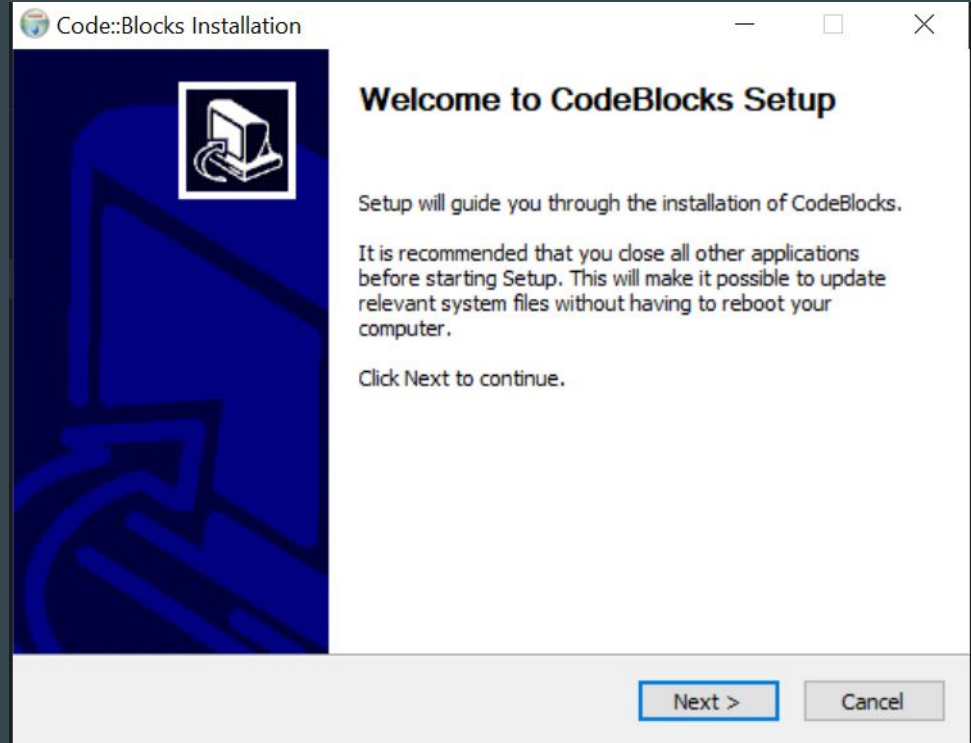
NOTE: The codeblocks-20.03mingw-setup.exe file includes additionally the GCC/G++/GFortran compiler and GDB debugger from [MinGW-W64 project](#) (version 8.1.0, 32/64 bit, SEH).

NOTE: The codeblocks-20.03(mingw)-nosetup.zip files are provided for convenience to users that are allergic against installers. However, it will not allow to select plugins / features to install (it includes everything) and not create any menu shortcuts. For the “installation” you are on your own.

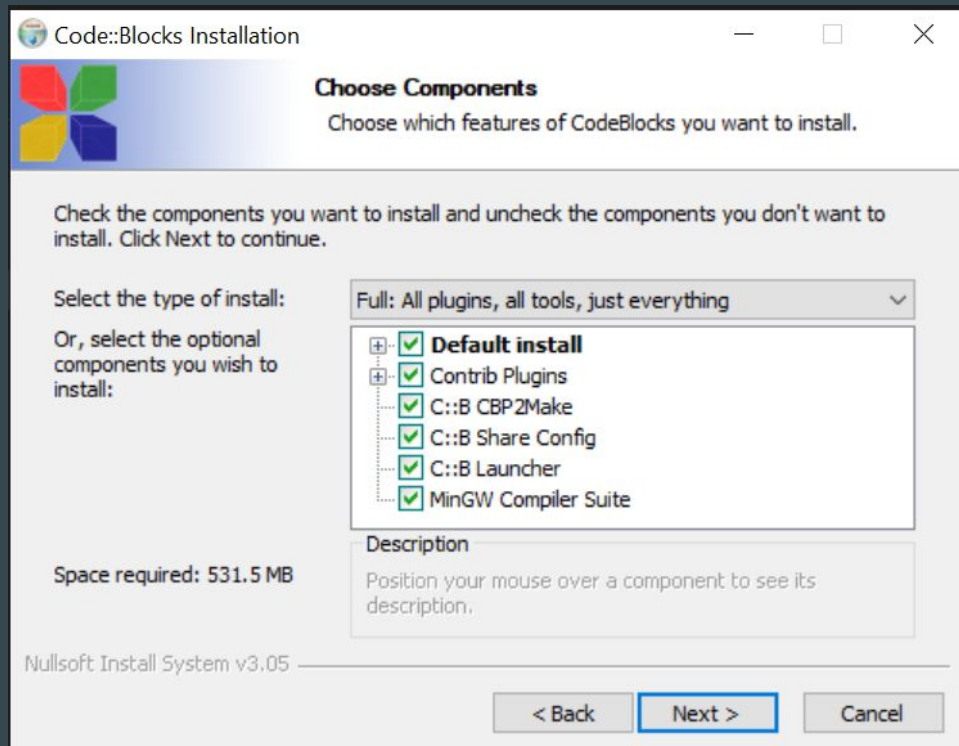
If unsure, please use codeblocks-20.03mingw-setup.exe!

Run the exe file to start the installation

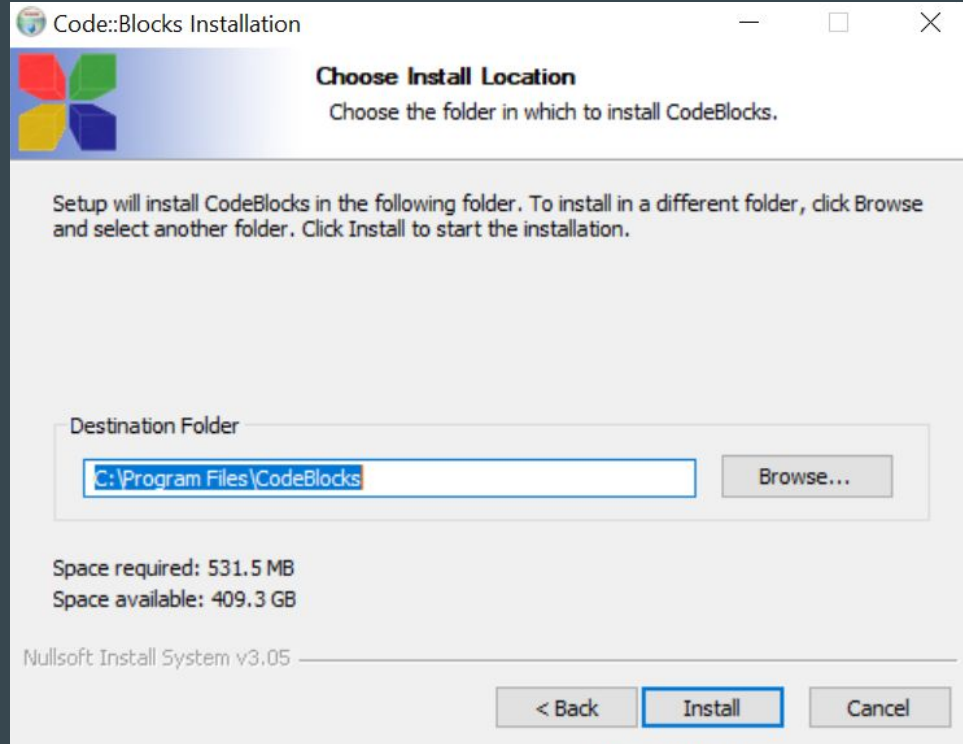
Follow the installation by clicking all the Next> options



Leave this part as it is and click Next>

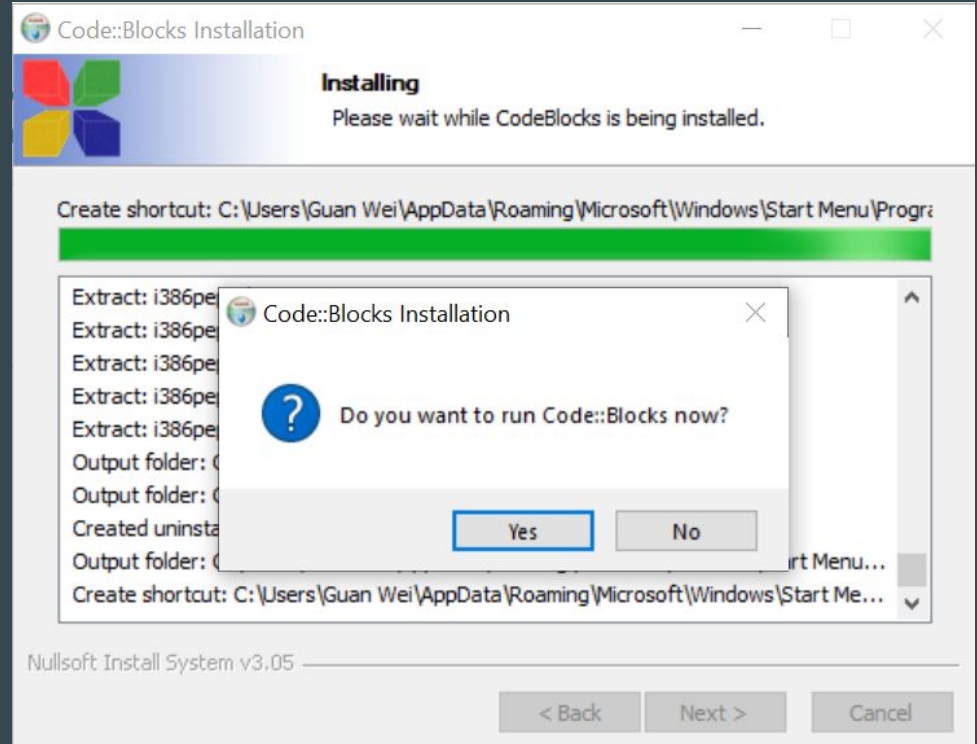


Choose your desired installation location and install



Wait for the installation to complete

Click Yes to open code blocks.
Remember to click Next and Finish
in the installer to complete the
installation.



For Mac OS



Mac OS X

File

CodeBlocks-13.12-mac.zip [FossHUB](#) or [Sourceforge.net](#)

Download from

NOTES:

- Code::Blocks 20.03 for Mac is currently not available due to issues caused by Apple hardening their install packages and lack of Mac developers. We could use an extra Mac developer to work on these issues.
- The provided download contains an Application Bundle (for the i386 architecture) built for Mac OS X 10.6 (and later), bundling most Code::Blocks plugins.

Download the zip file using either links, unzip and launch the application. You will probably run into some security prompts, so check out this short video for guide:

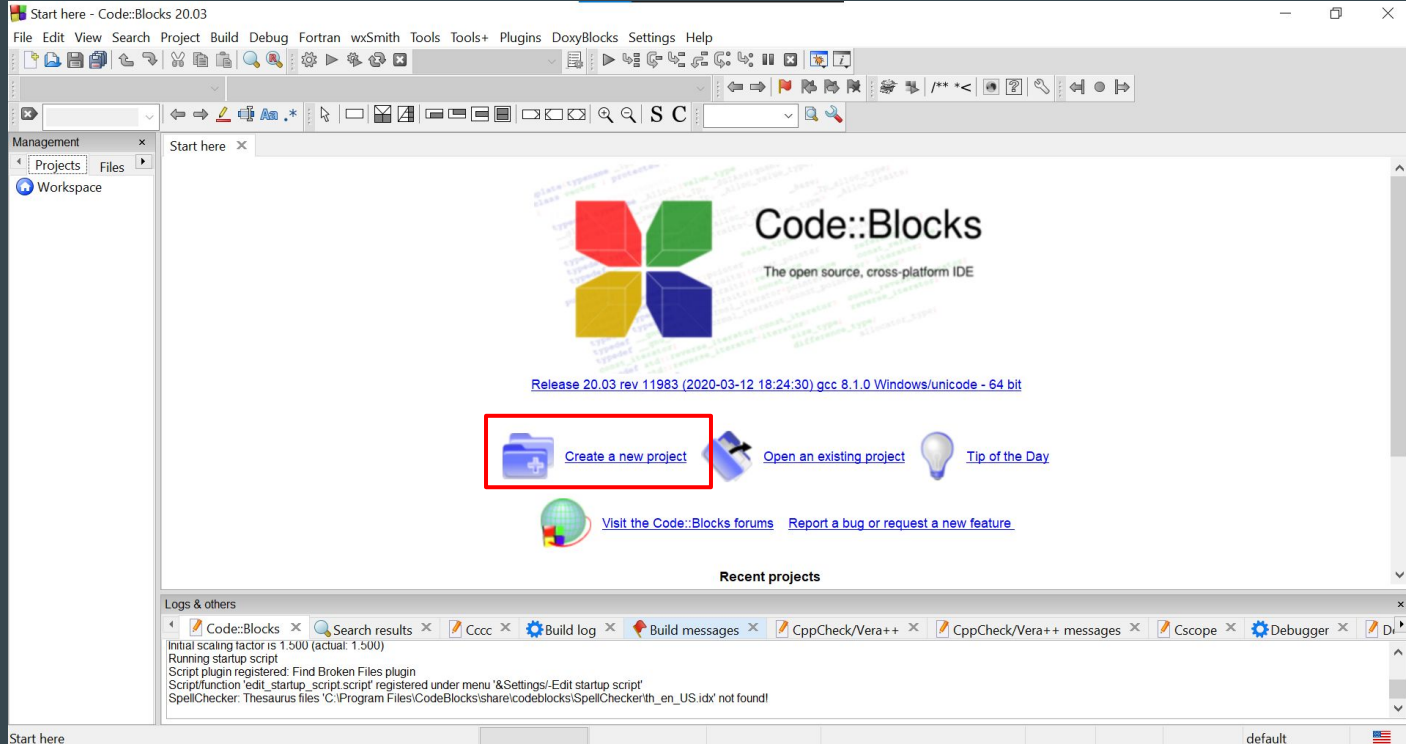
https://www.youtube.com/watch?v=Qz4WZeptQ5A&t=21s&ab_channel=DeveloperInsider

Or check out this guide (From Step 5):

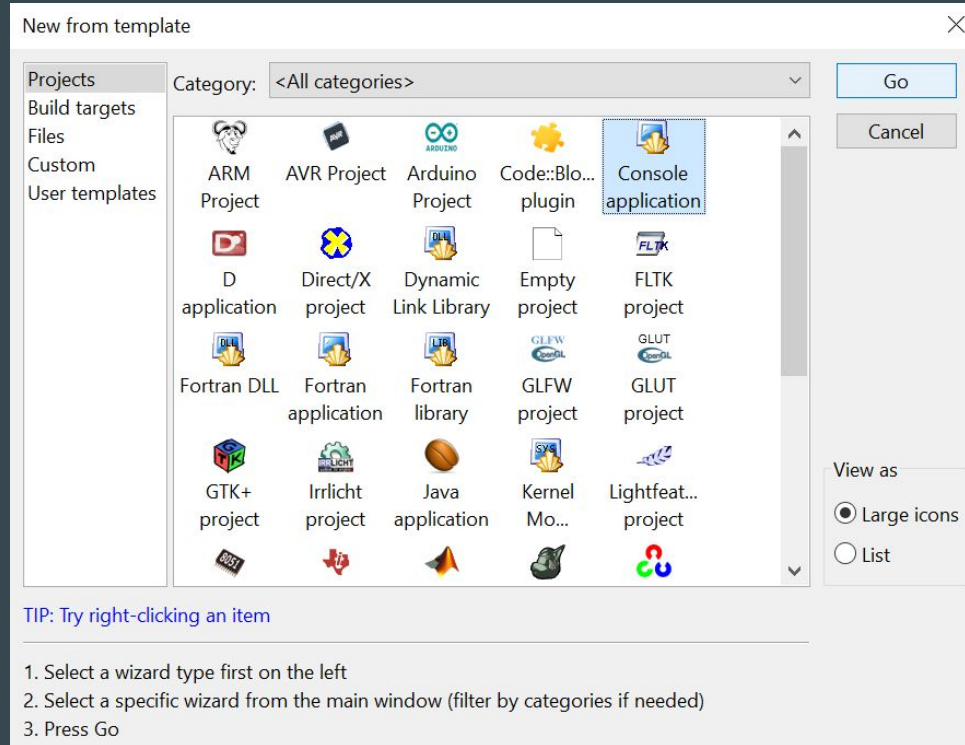
<https://www.geeksforgeeks.org/how-to-install-code-blocks-for-c-on-macos/>

Setting up code blocks project

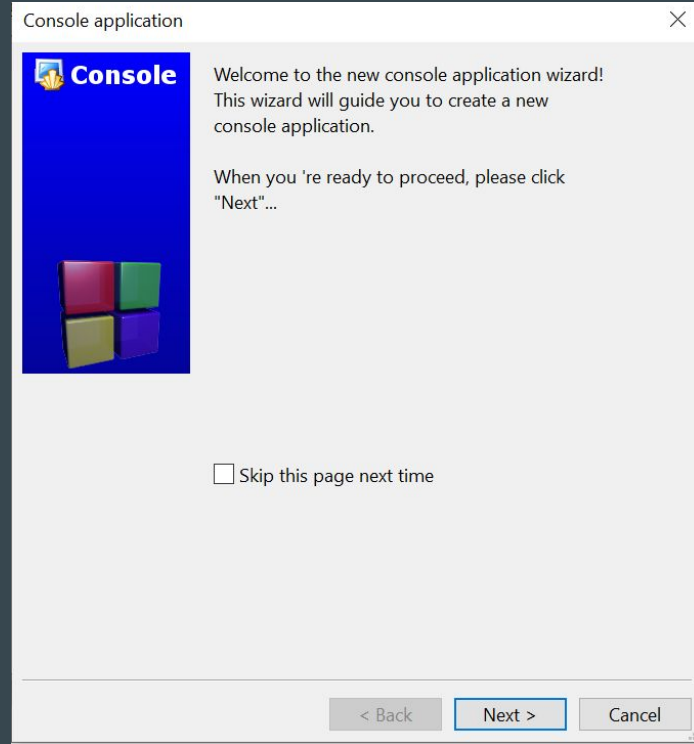
Click on Create New Project



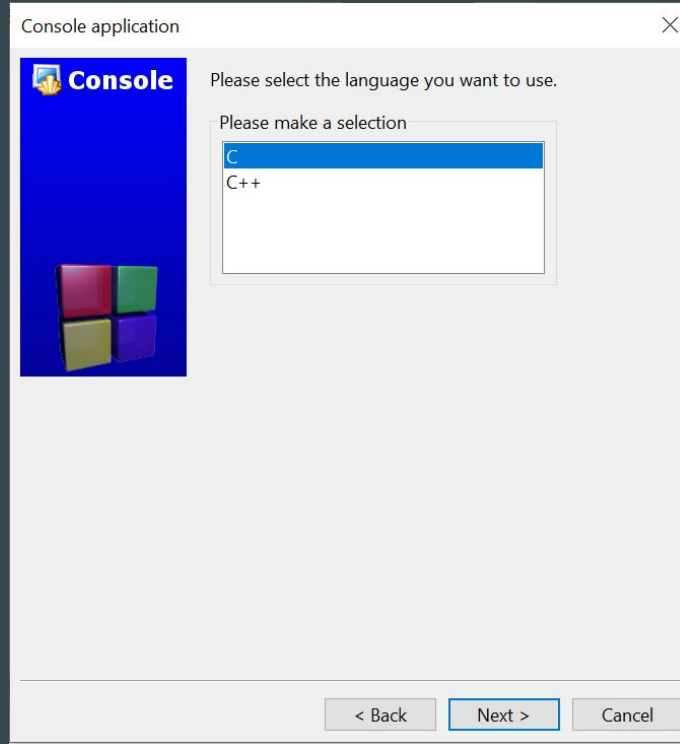
Select Console application and click Go



Click Next

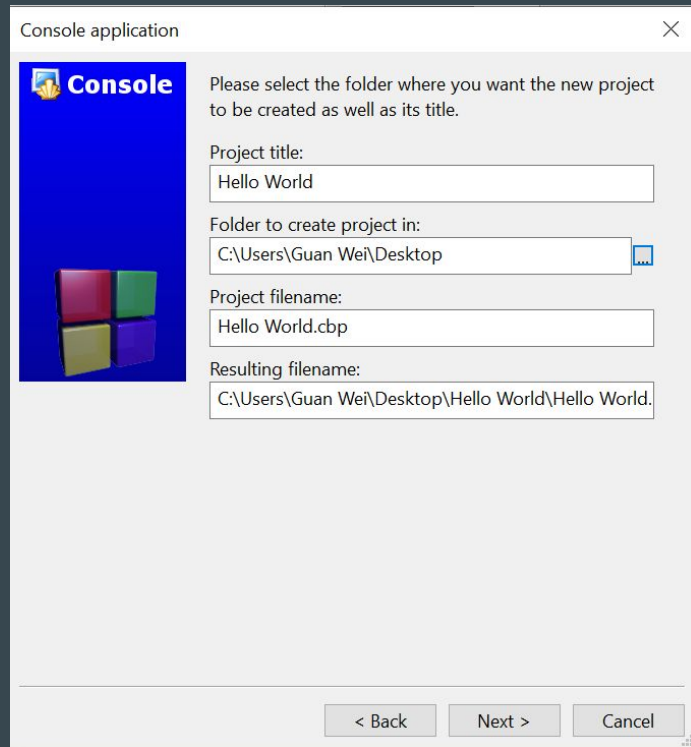


Select C and click Next



Name the project, select a destination and click Next

Fill in the project title and select a folder to create the project in by clicking on the small button next to the second textbox.



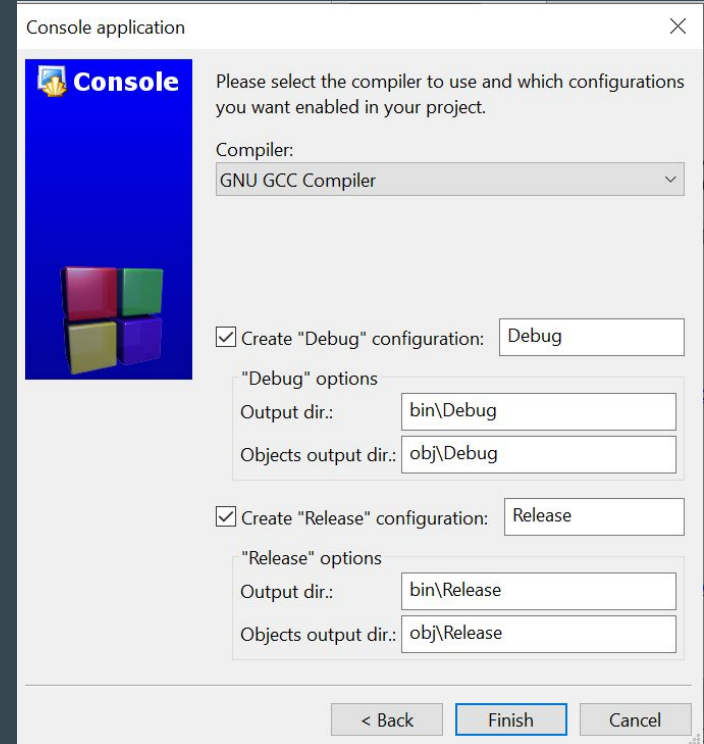
The screenshot shows a Windows-style dialog box titled "Console application". On the left is a blue sidebar with a "Console" icon and a 3D cube graphic. The main area contains the following fields:

- Project title:** A text box containing "Hello World".
- Folder to create project in:** A text box containing "C:\Users\Guan Wei\Desktop" with a small folder icon to its right.
- Project filename:** A text box containing "Hello World.cbp".
- Resulting filename:** A text box containing "C:\Users\Guan Wei\Desktop\Hello World\Hello World."

At the bottom right, there are three buttons: "< Back", "Next >", and "Cancel".

Ensure the settings are as such and click Finish

The default compiler should be the GNU GCC compiler, which is a special program that processes statements or codes written in a particular programming language (in our case, C) and turns them into machine language or "code" that a computer's processor uses.



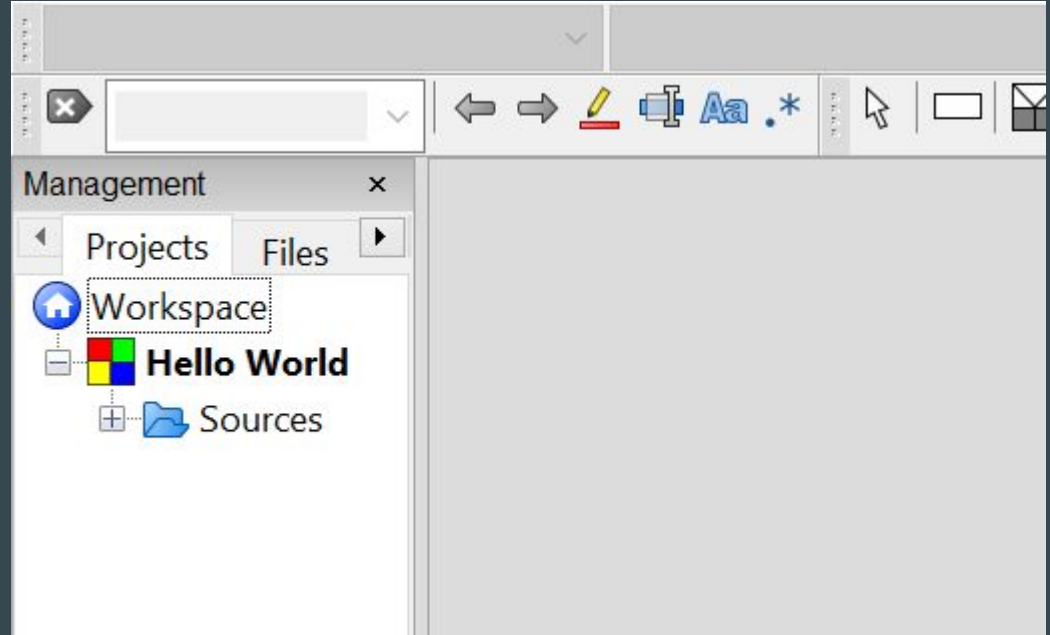
On the Top Left, click on the plus sign beside Sources

Workspace: A place where you can manage your projects.

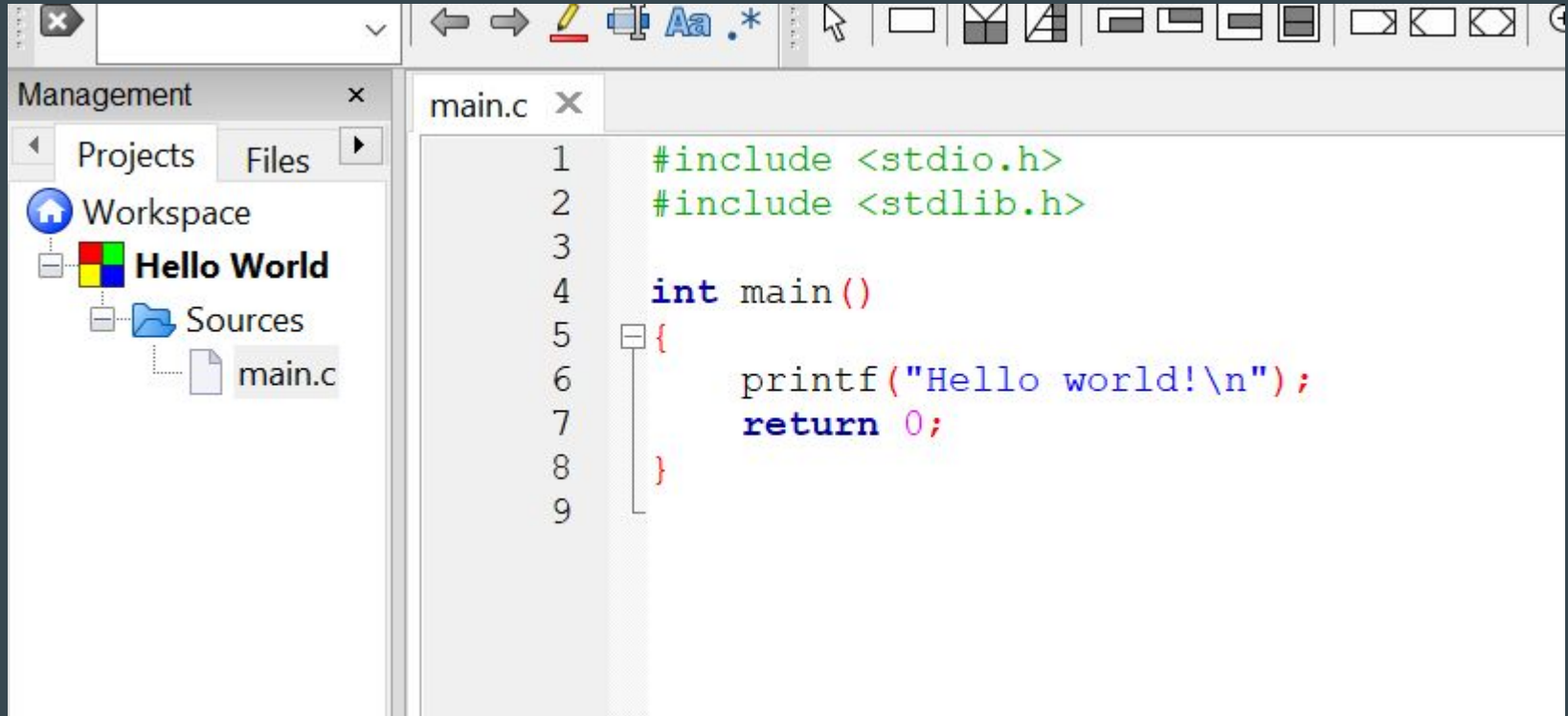
Projects: Contains one or more source files and header files.

Source file: A file that contains source code for your program. For a C program, the source code file would be a .c file.

Header file: Used when creating library files (.h) that can contain functions that are called to perform specific tasks.

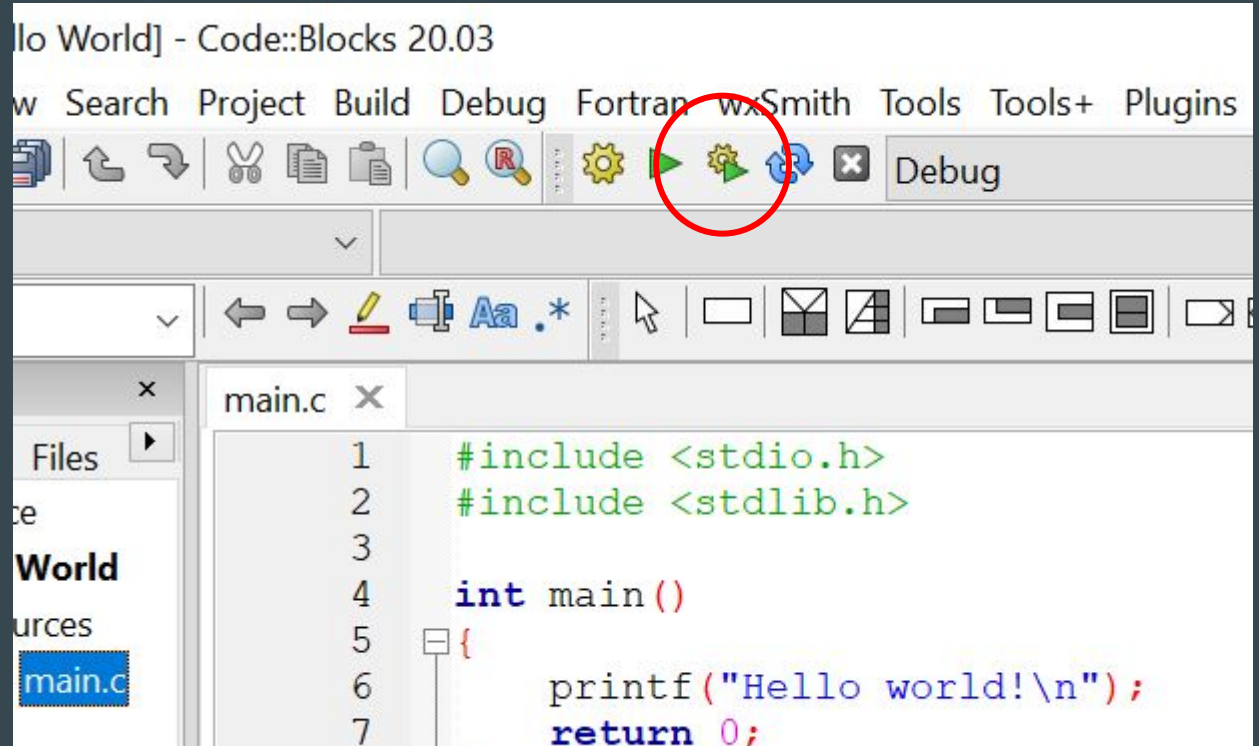


Double click the main.c file to open the main source file



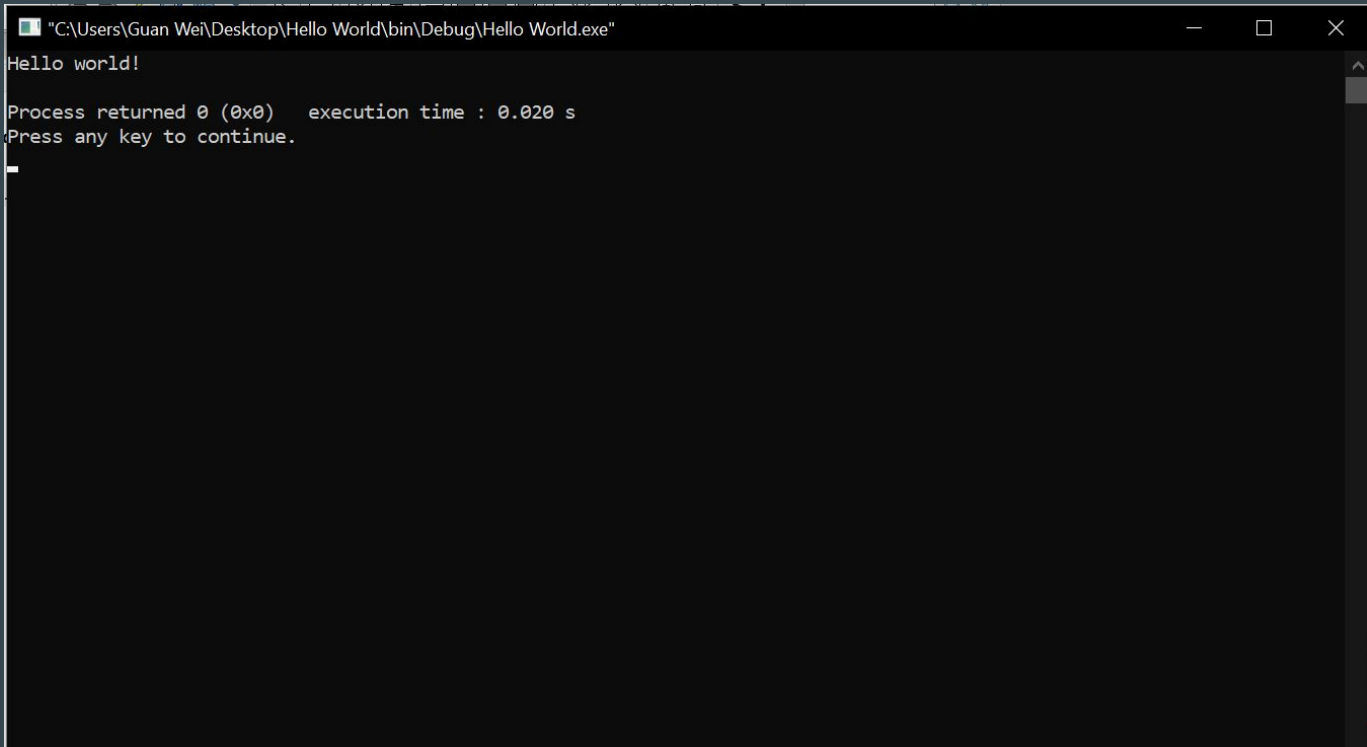
You can run the code by clicking on this icon

The button will perform a Build and Run which will compile the code you have written, translate it into something a computer can understand and run it so it executes the code you have written.



A window should pop out

You should see
“Hello World!”
being printed on
the console. You
have successfully
ran a c program!
Press any key to
close the window.



```
"C:\Users\Guan Wei\Desktop\Hello World\bin\Debug\Hello World.exe"
Hello world!

Process returned 0 (0x0)   execution time : 0.020 s
Press any key to continue.
```

You are all set!

You can now start coding in C/C++ using code blocks!